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The Backrooms

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in: Locations, Secret Levels, Anomalous Levels, Unconfirmed Levels

The Unit



VIEW SOURCE



The Unit is a secluded location in the Backrooms that holds discarded objects within its wooden confines.

Description

The Unit is a network of corridors that branch out in arbitrary directions. Its nonadherence to conventions of a typical storage unit layout result in its overall architecture being difficult to comprehend; its layout is incoherent and illogical, causing extreme disorientation as one meanders through its claustrophobic halls. From one end to the other, **The Unit** is visually and architecturally consistent, with the only minor deviations being the shapes and sizes of its own space.

Its widely accepted purpose as a storage unit is obvious, with the boxes of random objects arranged in an orderly fashion. These objects have an odd quality in that their structures are completely irregular regardless of the material from which they are made or their dimensions. These items, which range from ordinary pencil cases to four-dimensional amalgamations of transcendental elements, cannot be classified as a beneficial stockpile of goods due to the truly random attributes they may bear; approaching them may result in a correspondingly unpredictable result. Furthermore, any items unique to **The Unit** will vanish when the wanderer carrying them departs – an effort that is theorized to be an attempt to quarantine kaleidoscopic articles, weapons of mass destruction, and devices capable of manipulating reality.

The 'sunlight' suspended upon the perforated roof, scattered asymmetrically, is an inexplicable aspect of **The Unit**; it is frequently observed that they can imagine a wanderer's position and movement. This ability is used to change its position in order to brighten the area in which the wanderer resides – a feature that has been described as



An image of The Unit.

"entity-like," though any attempts to confirm the assumption have been ambiguous thus far due to the indestructible windows, including the wooden material **The Unit** is entirely constructed of, preventing wanderers from ascertaining its full intricacies. Furthermore, **The Unit's** perplexing layout frequently casts mystifying shadows that, to the naked eye, can be eerily similar to an entity. While it may appear that the strangely placed walls are the cause of the phenomenon, the outlines of the structures do not correspond with the shadows they cast. This anomaly is thought to be the light's additional use of its ability – a way to presumably frighten wanderers for its thrill.

The Unit is commonly regarded as a hindrance that impedes progress through a level journey, while others may regard it as a major distraction due to its abundance of items with enticing properties. The main dynamic of this condition is that entering **The Unit** is always an unintentional and rare occurrence that occurs on every single level of the Backrooms. This oddity inspires a slew of hypotheses – explanations that repeatedly describe the location's ostensible ability to recognize every person's position. Similarly, exiting **The Unit** is uncommon, but it can be done intentionally or unintentionally by passing through the masses of cased openings^[1].

Attached Information

A Property of the Major Explorer Group

An audio log of a retrieved footage recorded in **Level 20** that sparks a chain of events, which eventually lead up to the discovery and confirmation of The Unit's existence.

<Commence>

Truman: Yo, where are you right now? I'm still waiting for you at the exit, you know.

Duncan: Still trying to find that damn box you asked me to get; why didn't you get it yourself anyway?

Truman: Come on man, you know I'm not good at staying on track with directions in maps. I'm just too used to GPS.

Duncan: I swear to God, this box has to be somewhere. I've been scouring for ages! Are you sure this is the room?.

Truman: I don't know, the room I pointed to isn't that big too. How haven't you found it yet?

Duncan: Don't tell me I've been in the wrong room the whole time. Truman, the box better have something in it that is remotely useful. I swear if you sent me off to just find your discarded belongings.

Truman: Just don't worry about it. It's just something I need to do something.

Duncan: Whatever.

<A temporary signal loss occurs, lasting for 5 minutes>

Truman: Duncan? Hello? Are you fine?

Duncan: Yeah, I finally found that box, and it was in another room. Thanks for that, Truman Nathaniel.

Truman: Well, I'm sorry for that. I told you I don't know much about maps-

Duncan: Wait, hold on. I see a bunch of boxes filled with Almond Water.

Truman: Alright. Get those and return to the exit we found.

Duncan: Got it. Dang, this is mad heavy. I've got more than a dozen here. Wait, hold on.

<A period of silence ensues, lasting for a few seconds>

Duncan: What the hell did I just stumble upon?

Truman: What do you mean by that? Is it just another bo-

Duncan: No, no. It looks different. One second. Yeah, I'm pretty sure this isn't a warehouse at all.

Truman: Duncan? Where are you? Don't tell me you got lost-

Duncan: I'm in a place with tight wooden corridors. Can you check our folders to find some kind of level like that?

Truman: Is it, Level 27?. How exactly did you get the-

Duncan: No, Truman. It's not Level 27. It's something else.

Truman: Can you stop being so vague? Can't you just explain what it is in detail? Jesus.

Duncan: Fine, fine. It's some kind of attic, but it seems too large to be an attic. There are boxes with these weird items. Not sure what they are.

Truman: Are you in The Attic? Matches the description here, but it doesn't seem like there are any boxes with items there nor is it too "big" to be an attic.

Duncan: It's also not The Attic. The wood here is pretty clean and there's plenty of light. Weirdly though, it keeps following me.

Truman: What? What is following you-

Duncan: The light. It looks pretty similar to sunlight, but it just keeps following me. Maybe it's trying to brighten the area up so I don't get lost? I don't know. This place is really weird already.

Truman: Uhhh [...] Listen, Duncan. Find an exit as fast as possible. I don't have time for this. Did you carry the box with you?

Duncan: I only have the Almond Water. It probably dropped.

Truman: I-

<Signal permanently lost>

Truman: Duncan? Duncan. Duncan! Can you hear me?

<End>

Footnotes

1. ↑ A passageway without a door or embossing for hinges

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Author: **SherIsF**

Inspired by: **The Broken** by **Egglor**

Background Image: **1.**

Main Image: **2.**

Kaleidoscope: **3.**

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